

## OBJECTIVE CARDS



**Aarhant** – Exhaust 1 investor in order to obtain 5 gold from the **supply**.

*\* Only once per turn*



**Alonso Graves** – Exhaust 3 exploration tokens **and** spend 3 gold in order to be able to carry out an additional action.

*\* Only once per turn*



**Bente Jorgensen** – Each player that has provided access to a maximum of 1 Old World island at the end of the game obtains 18 influence points. The home island is not an Old World island!



**Beryl O'Mara** – 2 exploration tokens can be **used as 1** trade token. The tokens are not exchanged! However, 2 exploration tokens, for example, can be exhausted in order to trade for 1 resource produced by a farmer or worker. In this way, several resources can also be traded in one turn.



**Dr. Hugo Mercier** – Whenever a population card has to be drawn, the player can pay 1 gold (farmer/worker) or 3 gold (artisan/engineer/investor) **instead**. The card is then not drawn. This rule does not apply to population cards for the New World, which must be drawn in the usual manner.



**The Editor** – Exhaust 2 exploration tokens in order to return any 1 hand card under its appropriate population card stack. **No new** cards are taken.

*\* Only once per turn*



**Isabel Sarmiento** – Each New World island that a player has explored gives 6 influence points at the end of the game.



**Lady Margaret Hunt** – For each construction token (industries, shipyards, and ships) returned to the game board during the expand action, the player receives 2 gold. This also applies to construction tokens which need to be returned to the game board because another construction token is built in their place. There is no gold involved when a construction token is built on top of a pre-printed construction token.



**Pyrphorian** – At the end of the game, players lose 2 influence points for each population card that they still have in their hand. Populations cards that have been played but not activated do not count as hand cards.



**Carl Leonard von Malching, Eli Bleakworth, The Queen, Edvard Goode, Willie Wibblesock, Princess Qing** – at the end of the game, each industry depicted on these cards gives the player that built them the adjacent number of influence points.



**Hannah Goode, University, World's Fair, Madame Kahina, The Tourist** – Each of these cards gives the player that has the most of the depicted elements (total population cubes, engineers, investors, trade tokens, expedition cards) 10 influence points at the end of the game. Whoever has the second most of these elements is given 4 influence points. In the event of a tie, all players involved in the tie are given the respective influence points. In the event of a tie between the players that have the most elements, the influence points for the second-most elements are also awarded.



**Zoo, Museum** – Each of these cards increases the influence points that you receive for visited animals or artefacts by 1. Therefore, an animal field of an expedition card occupied by an engineer is worth 3 influence points at the end of the game instead of 2, for example, if the zoo objective card is in play.